

GUARDIAN™

VIDEO GAME



APOLLO™

GAME INSTRUCTIONS

34

GAME VARIATIONS
For One or Two Players

THE SITUATION

It's been a long war, and you know this will be the last battle. Androsian pirates have reduced all nearby galaxies to arid orbs of scorched cosmic rubble.

As Chief Lord of the Sandrian Galactic Council, you are in command of Guardian. Although a powerful weapon, Guardian has protected the children of your worlds for generations and has come to possess almost a mystical aura. You are scanning a monitor on Apollo, your chief planet, staring at the image of the gigantic Androsian strategic starship "Dromeda." The warning sirens shrill through the cities of all three lush green worlds of your galaxy as magnetized ion machines forge protective force fields across the atmosphere.

Dromeda hovers out of range of Guardian's lasers. If her thermo-molecular detonators blast through your force fields, your fertile plants will disintegrate into cosmic dust. Guardian's laser commanders report all batteries ready. You prepare to defend your galaxy, the last hope of all your worlds . . .

THE SET-UP

GUARDIAN™ is played by one or two players using the Paddle Controller. Be sure the power is off when you insert or remove the GUARDIAN™ cartridge from your video game system.

THE DIFFICULTY SWITCH

Placing this switch in the "B" position will provide the easiest play. Your laser recharges rapidly in this mode, while in the more challenging "A" mode, you are defenseless for a longer time between laser shots.

THE GAME SELECT SWITCH

Each time you depress this switch, you will select a new game variation. The numbers of different variations shown on the game menu in this manual will appear on your video game screen at the left, with the number of players at the right. (See VARIATIONS)

THE RESET SWITCH

When this switch is depressed or the fire button activated, the game will begin. Both the variation number at the left of the screen and the number of players shown at the right of the screen will change to a centrally located "O." This scoreboard will reflect your score as the game progresses.

THE PADDLE CONTROLLER



Hold your Paddle Controller so that the red "FIRE" button is on your left side and turned toward the television screen. The knob of the paddle controller will move Guardian across the screen horizontally, while the red "FIRE" button will fire Guardian's laser.

ONE-PLAYER AND TWO-PLAYER SCREENS

In the one-player game, the enemy starship, Dromeda, moves horizontally across the screen near the top with your planets and protective force field at the bottom. In the two-player game, Dromeda moves horizontally across the screen at the center, with the planets and force field of one player at the top of the screen, and the planets and force field of the second player at the bottom. The player score appears at the bottom center in the one-player games, and at the top and bottom next to each player's force field in the two-player games. In the two-player games, both players simultaneously fend off the thermo-molecular detonators directed toward their planets by the Androsian Starship, Dromeda.

GENERAL PLAY

Dromeda launches thermo-molecular detonators at the force field protecting your three planets. Guardian fires its laser to blast the detonators before they hit either Guardian or the force field. If a thermo-molecular detonator hits Guardian, it will be stunned . . . momentarily not responding to your paddle controller. If the detonator gets by Guardian and hits the force field, that part of the force field will disintegrate, leaving your planets unprotected. If a detonator passes through an open portion of the force field and hits a planet, the planet disintegrates. Look out for the cybertronic-actuated quasi-spheroid. You'll get twice the normal points for destroying it. But if you don't, it will knock out a huge portion of your force field, and any planets in the area of impact will be destroyed.

Your only rest from the frantic Androsian attack will come when Dromeda must reload its thermo-molecular detonator chambers. Be warned, the newer detonators have stronger propellants, thereby enabling them to move faster.



SCORING

At first you will earn points for each thermo-molecular detonator destroyed. As the game progresses, the shower of detonators rains upon Guardian at a more frenzied speed, and you gain more points for destroying them. Every time you earn 10,000 points, your force field will be re-built. Every 50,000 points, you gain an additional planet. However, due to the visibility range of Guardian, you can only view three planets at a time. Rest assured that the others are there. The game is over when your last planet is destroyed.

VARIATIONS

Each time you depress the Game Select Switch on your game console, you will select a new game variation. Variations include one or two players, whether the enemy starship moves consistently back and forth or changes direction at random, and whether thermo-molecular detonators drop at regular intervals or at random intervals. You may also choose whether the detonators drop at random angles or actually seek out remaining planets, and whether detonators float off one edge of your screen and onto the other or bounce off the edges back onto the screen. Game variations 33 and 34 are particularly easy, designed for small children. Choose from the game variations listed in the game menu.

**May Guardian protect your world now
... as in the past.**

GAME MENU

GAME NUMBER		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
NUMBER OF PLAYERS	1																																		
	2																																		
SAUCER DIRECTION	RANDOM																																		
	BOUNCE																																		
BOMB DROP	RANDOM																																		
	REGULAR																																		
BOMB TRAJECTORY	NORMAL																																		
	PLANET SEEKING																																		
BOMB AT SCREEN EDGE	BOUNCE																																		
	WRAP																																		

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The logo features the word "APOLLO" in a bold, white, sans-serif font. A bright red lightning bolt strikes diagonally across the letters, starting from the bottom left and ending at the top right. A small "TM" trademark symbol is positioned to the upper right of the final "O".

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